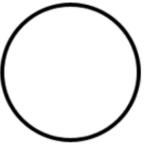


**INITIATIVE**



**SPEED**

NAME	KEYWORDS	LEVEL	ALIGNMENT
<b>CONDITIONS</b>			
CONDITION	END STATE		
<b>MODIFICATIONS &amp; EFFECTS</b>		<b>BASIC ATTACKS &amp; EFFECTS</b>	
RESISTANCES	ATTACK	DEFENSE	WEAPON/POWER
	vs		DAMAGE
IMMUNITIES	vs		
VULNERABILITIES	vs		
SAVING THROW MODS	2nd WIND USED <input type="checkbox"/>	ACTION PTS USED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	BLOODED <input type="checkbox"/>	DEATH SAVE FAIL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**AC**

**FORT**

**REF**

**WILL**

**ABILITY SCORES**

INSIGHT

STR

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CHA

**HEALING SURGES**

PERCEPT

VALUE

PER DAY

**HP**

**MAX HP**

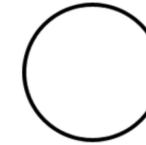
**BLOOD**

LOW-LIGHT

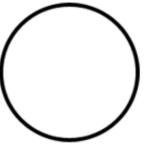
BLINDSIGHT

DARKVISION

TREMORSENSE



**INITIATIVE**



**SPEED**

NAME	KEYWORDS	LEVEL	ALIGNMENT
<b>CONDITIONS</b>			
CONDITION	END STATE		
<b>MODIFICATIONS &amp; EFFECTS</b>		<b>BASIC ATTACKS &amp; EFFECTS</b>	
RESISTANCES	ATTACK	DEFENSE	WEAPON/POWER
	vs		DAMAGE
IMMUNITIES	vs		
VULNERABILITIES	vs		
SAVING THROW MODS	2nd WIND USED <input type="checkbox"/>	ACTION PTS USED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	BLOODED <input type="checkbox"/>	DEATH SAVE FAIL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

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**ABILITY SCORES**

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**HEALING SURGES**

PERCEPT

VALUE

PER DAY

**HP**

**MAX HP**

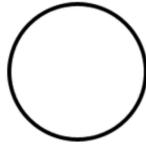
**BLOOD**

LOW-LIGHT

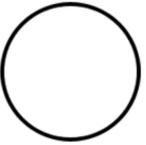
BLINDSIGHT

DARKVISION

TREMORSENSE



**INITIATIVE**



**SPEED**

NAME	KEYWORDS	LEVEL	ALIGNMENT
<b>CONDITIONS</b>			
CONDITION	END STATE		
<b>MODIFICATIONS &amp; EFFECTS</b>		<b>BASIC ATTACKS &amp; EFFECTS</b>	
RESISTANCES	ATTACK	DEFENSE	WEAPON/POWER
	vs		DAMAGE
IMMUNITIES	vs		
VULNERABILITIES	vs		
SAVING THROW MODS	2nd WIND USED <input type="checkbox"/>	ACTION PTS USED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	BLOODED <input type="checkbox"/>	DEATH SAVE FAIL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**AC**

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**HEALING SURGES**

PERCEPT

VALUE

PER DAY

**HP**

**MAX HP**

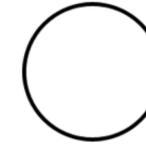
**BLOOD**

LOW-LIGHT

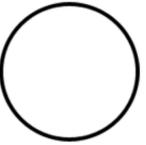
BLINDSIGHT

DARKVISION

TREMORSENSE



**INITIATIVE**



**SPEED**

NAME	KEYWORDS	LEVEL	ALIGNMENT
<b>CONDITIONS</b>			
CONDITION	END STATE		
<b>MODIFICATIONS &amp; EFFECTS</b>		<b>BASIC ATTACKS &amp; EFFECTS</b>	
RESISTANCES	ATTACK	DEFENSE	WEAPON/POWER
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SAVING THROW MODS	2nd WIND USED <input type="checkbox"/>	ACTION PTS USED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	BLOODED <input type="checkbox"/>	DEATH SAVE FAIL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

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PER DAY

**HP**

**MAX HP**

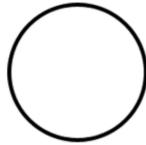
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LOW-LIGHT

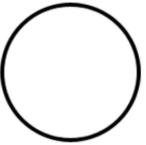
BLINDSIGHT

DARKVISION

TREMORSENSE



**INITIATIVE**



**SPEED**

NAME	RACE	SIZE	ALIGNMENT	
<b>POWERS &amp; ATTACKS</b>				
ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	DESCRIPTION
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
<b>EQUIPMENT, TREASURE &amp; WEALTH</b>		<b>LANGUAGES KNOWN</b>		
[ ]		[ ]		
<b>TREASURE &amp; WEALTH</b>		<b>SKILLS</b>		
[ ]		[ ]		

**AC**

**FORT**

**REF**

**WILL**

**PASSIVE SKILLS**

INSIGHT [ ]

PERCEPT [ ]

**ABILITY SCORES**

STR



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**HEALING SURGES**

VALUE [ ]

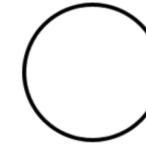
PER DAY [ ]

LOW-LIGHT

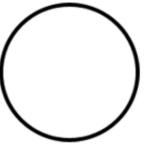
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**INITIATIVE**



**SPEED**

NAME	RACE	SIZE	ALIGNMENT	
<b>POWERS &amp; ATTACKS</b>				
ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	DESCRIPTION
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
<b>EQUIPMENT, TREASURE &amp; WEALTH</b>		<b>LANGUAGES KNOWN</b>		
[ ]		[ ]		
<b>TREASURE &amp; WEALTH</b>		<b>SKILLS</b>		
[ ]		[ ]		

**AC**

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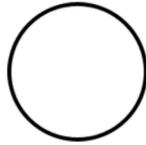
PER DAY [ ]

LOW-LIGHT

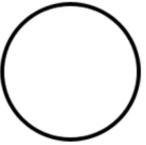
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**SPEED**

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<b>POWERS &amp; ATTACKS</b>				
ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	DESCRIPTION
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
<b>EQUIPMENT, TREASURE &amp; WEALTH</b>		<b>LANGUAGES KNOWN</b>		
[ ]		[ ]		
<b>TREASURE &amp; WEALTH</b>		<b>SKILLS</b>		
[ ]		[ ]		

**AC**

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**HEALING SURGES**

VALUE [ ]

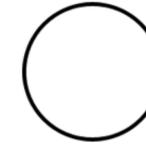
PER DAY [ ]

LOW-LIGHT

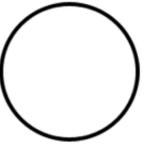
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<b>POWERS &amp; ATTACKS</b>				
ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	DESCRIPTION
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
[ ]	VS [ ]			
<b>EQUIPMENT, TREASURE &amp; WEALTH</b>		<b>LANGUAGES KNOWN</b>		
[ ]		[ ]		
<b>TREASURE &amp; WEALTH</b>		<b>SKILLS</b>		
[ ]		[ ]		

**AC**

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**HEALING SURGES**

VALUE [ ]

PER DAY [ ]

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